Nintendo Power™! The official magazine of video mastery.

Your direct connection to the pros at Nintendo.

Become a better, smarter player!

Straight from the pros, Nintendo Power is packed with super hints, ideas, tactics and new-game information to help you sharpen your skills and make more informed game choices. Nintendo Power will turn the average player into a video master.

Don't miss the March/April issue.

This is destined to be a collector's item. Check out these features:

- The Nintendo Power Awards 1988—vote for your favorite games.
- A review of the hot, new Zelda II™ featuring maps with secret locations of magic spells and potions.
- 8 full pages of Classified Information with all the hottest insider tips.
- Previews of Teenage Mutant Ninja Turtles and Bayou Billy—new titles from Konami/Ultra. And a full review of Ninja Gaiden, a totally new video experience to challenge your mind!

You'll find Insider Tips, Expert Tricks, Previews and Fun in *every* issue.

The programmers reveal their secrets so that you can become a video master. Find out how to win extra lives, learn continue codes and stage selects, plus tricks you never dreamed existed. You get detailed instructions graphically illustrated with full color screens. The pros let you in on program quirks and ultra techniques in every issue. Plus page after page of maps, contests, news and ideas.

Get the Power Perspective! For better play, you can't live without video mapping. Power technicians expertly piece together game screens to map out tactics and proper course of action. We open up the game for you and give you a view of it that you can't get anywhere else. It's the Power Perspective, only from Nintendo Power.

TOP·30 VIDEO SHORTS

In-depth reviews, previews and fun

CLASSIFIED INFORMATION

PLAYER'S FORUM

VIDEO SPOTLIGHT POWER PLAYERS

Subscribe to Nintendo Power before you buy your next Game Pak!

This powerful players' magazine gives you in-depth guides to all the latest Game Paks for your Nintendo Entertainment System,® so you'll never make the wrong game selection—you'll always get the game that's right for you. Secret previews of future releases let you in on what's coming next, months before anyone else.

Plus page after power-packed page of every new game released, complete with our new Power Meter ratings to help you choose your next challenge.

POWERFUL INFORMATION!

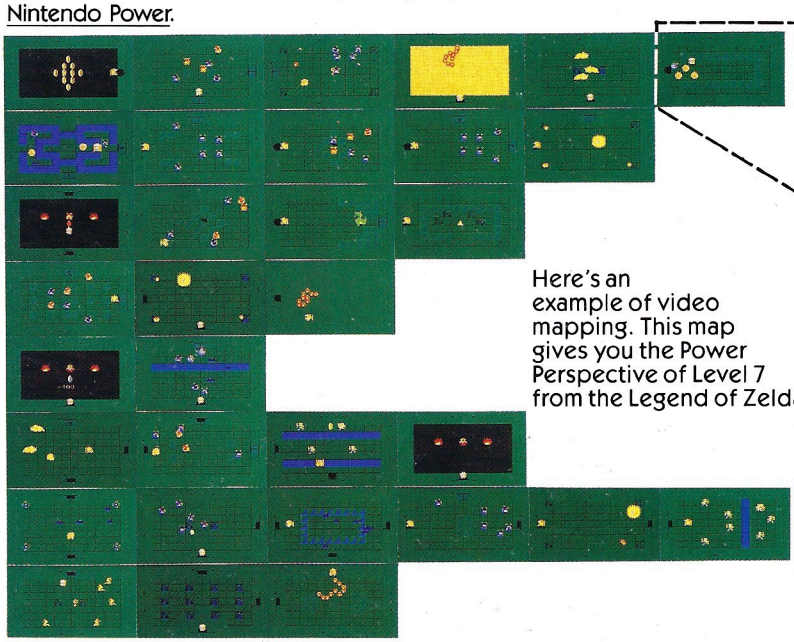
Get the most out of your NES with tips from regular columns like these:

Pak Watch—where you get advance information on soon-to-be-released Game Paks, so you'll stay ahead of the games before they hit the stores.

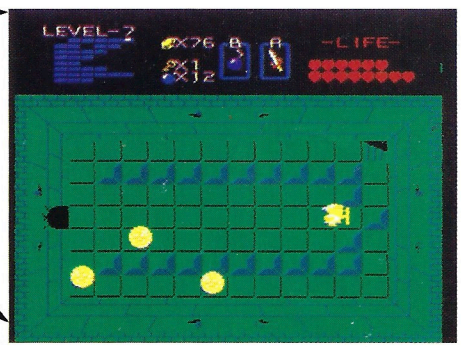
Classified Information—where programmers and pros reveal secret program tricks so you can astound your friends with some on-screen hocus-pocus.

Counselors' Corner—where Team Power experts answer your questions and give you the tips to become a better, smarter player.

Plus, Top 30, Video Spotlight, Player's Forum, Video Shorts and much, much more.



Here's an example of video mapping. This map gives you the Power Perspective of Level 7 from the Legend of Zelda.™



Wipe out all the Wallmasters, then push all the blocks in the room. A secret passageway will open.

Nintendo®

You won't find trick
Counselors' Corn

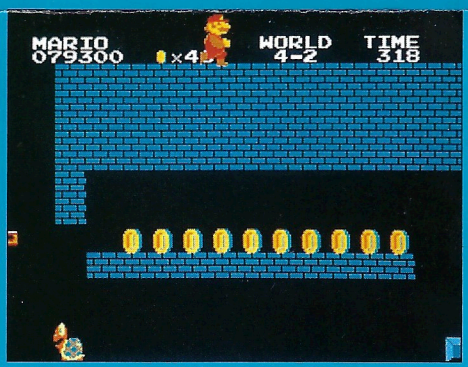
SUPER MARIO BROS.

Discover the warp zones in Super Mario Bros.™ and how to find them all!

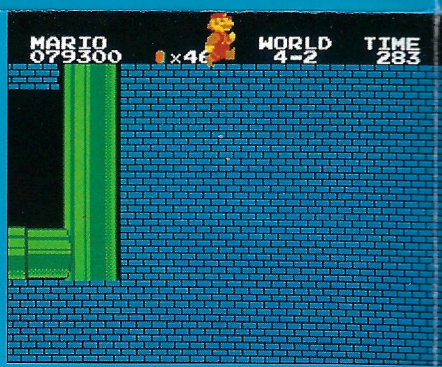
Ever wonder why some players become so good, so fast? With tips like these, think how fast you could master Super Mario Bros.: There is a total of three warp zones and you can use them to quickly warp to the eighth world. Of course, things aren't always as easy as th seem. There are some tricky maneuvers you'll have to master and, they may take some practice.

World 4-2

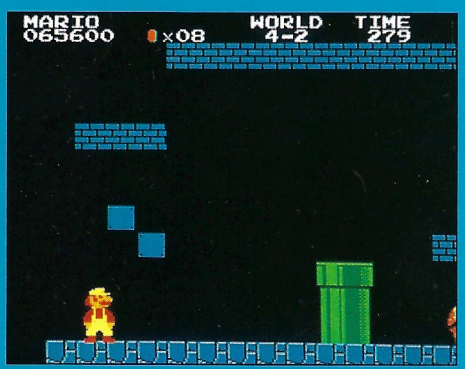
In World 4-2, you have two warping options.



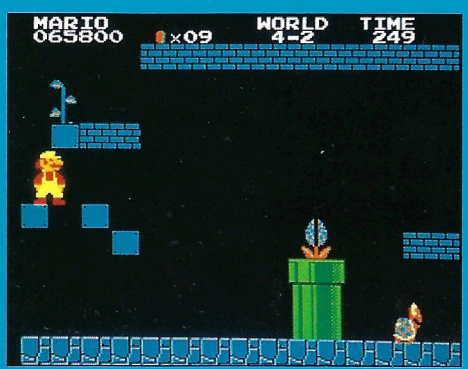
At the end of World 4-2, take the elevator to the top.



Jump over to the right and run to a new warp zone.



In World 4-2, jump up to make invisible blocks appear.

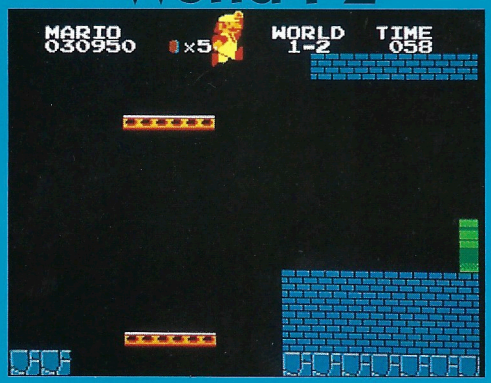


Get onto the blocks and hit a brick to make a vine appear.

Climb the vine and run to the right while collecting coins.

s like this one from er anywhere else!

World 1-2



JUMP

At the end of World 1-2, take the elevator up and jump over to the top.

After you've jumped, you can warp to World 2, 3 or 4.

The pipe in this warp zone leads to World 5.

This warp zone leads to Worlds 6, 7 and 8.

Order now to save $6 and get a free Power Tip Poster.

Don't miss out! Order before April 1, 1989 and we'll send you a colorful Insiders Game-Tip Poster. It gives ten of our hottest tips and is available only to subscribers. Plus you'll be saving $6!! The cover price for Nintendo Power is $3.50, $21 per year. But, you'll pay this special offer price of just $15—a big $6-savings!

Gift certificates available! Nintendo Power makes the perfect gift for your favorite Nintendo fanatic. Call us toll-free for ordering information.

Why not call toll-free and subscribe immediately by credit card!
(The Nintendo representative will need to talk to the person whose name is on the card.)

1-800-521-0900

Mon.-Sat., 4 am-10 pm PST. Closed Sun.

☐ **Yes,** **I want the clout of Nintendo Power behind my game.** I understand that if I subscribe before April 1, 1989, I pay just $15 and receive a free insiders tip poster. (Washington State residents add 8.1% sales tax: total $16.22.) Offer valid in U.S.A. only.

Name on card

X

Signature of that person

137

Name

Address

City State Zip

I'm paying for my subscription by (check one):

☐ Check or Money Order (Payable to Nintendo)
☐ MasterCard ☐ VISA ☐ Bill me later

Credit Card Number Expiration Date

CAR-RT SORT ** CR 3009
42390P 4439S 88PL
M8R# 02653309-1
[redacted]
RANCHO CUCAMONGA CA 91730